

Abstract

A video game player can control the movement of a moving object in a video game during a moving object dispatch operation by a character, thereby allowing the video game player to experience nervousness and a sense of realism when causing the character to dispatch the moving object. This video game program includes a first request receiving function 101, a operation display function 102, a second request receiving function 103, a moving object control function 106, and a moving object display function 107. In the video game implemented with this program, a dispatch request for dispatching the moving object is received from the controller in the second request receiving function 103 when the dispatch operation of the character is displayed on the monitor. According to the timing at which the second request receiving function 103 received the dispatch request, the movement of the moving object is controlled in the moving object control function 106.